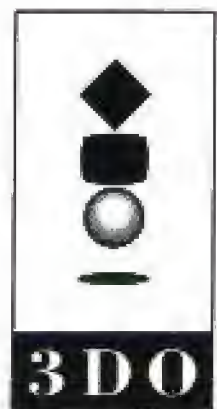


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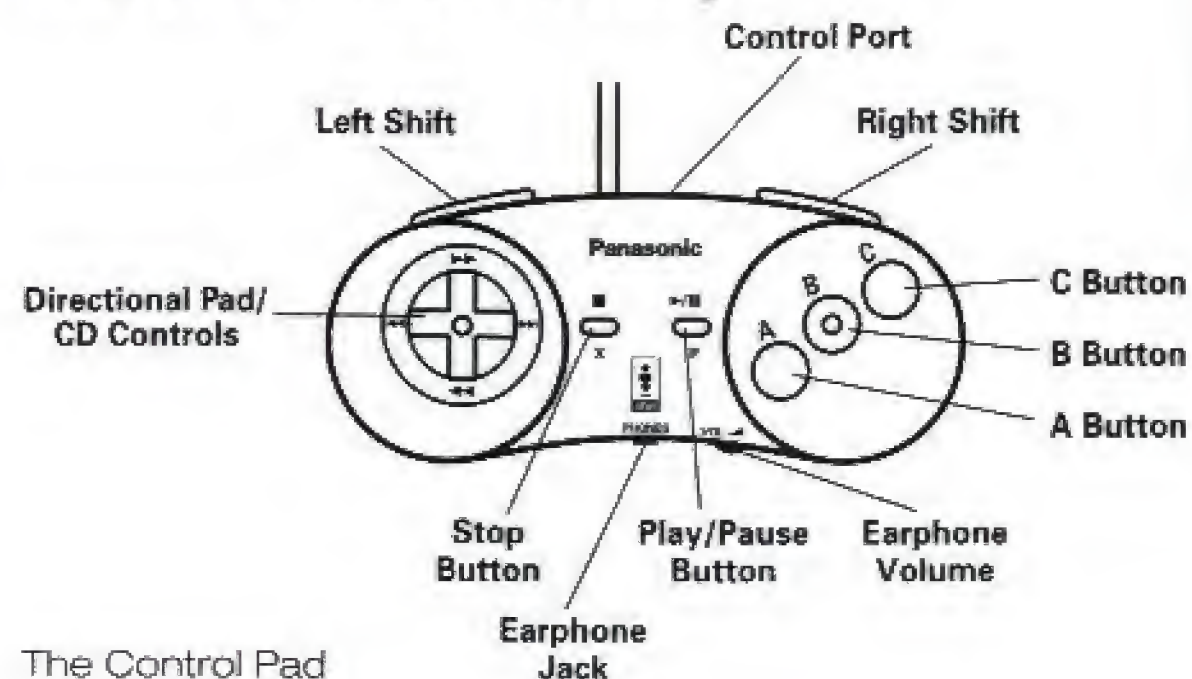


Immercenary

Combat in a
Digital World



Control Summary



The Control Pad

The Main Menu and Save Game Menu

Exit Lab and display Main menu
 Select option from Main menu
 Execute option selection
 Select Save Game slot
 Save game in slot
 Exit Save Game menu and confirm choices
 Exit Save Game menu and cancel choices

X or **P**
 D-Pad **up/down**
A, B, or C
 D-Pad **up/down**
A, B, or C
P
X

In The Garden

Accelerate, Decelerate, Forward, Backward. (Without pressing the D-Pad, speed is maintained at no more than half maximum speed)
 Turn left/right
 Step left/right
 Stop motion
 Fire assigned ammo
 When Game Begins:
 Activate Ashflay
 Fire Laser
 Display Doppler map
 Toggle between Doppler and Garden map

D-Pad **up/down**
 D-Pad **left/right**
Left/Right Shift
Left+Right Shift
A, B, or C

B
C
A/X held
A/X pressed, then pressed again and held
P

Pause game/Display Option menu

Options Menu

Highlight an option
 Cycle through options
 Execute an option
 Assigning Ammo:
 Select button
 Cycle through Ammo
 Save assignments and return to menu
 Exit menu and return to game

D-Pad **up/down**
 D-Pad **left/right**
A, B, or C

D-Pad **left/right**
 D-Pad **up/down**
A, B, or C
P

In the DOAsys

Initiate Conversation with Rithms
 Move through Dialogue menu
 Execute Dialogue selection

A, B, or C
 D-Pad **up/down**
A, B, or C

The Statistics Screen

Toggle Stats screens
 Jump/Continue game
 Display Main menu

A, B, or C
P
X

Note: This control summary reflects the default controls. For example, the Doppler appears when you press **A**; the Ashflay, an agility booster, activates when you press **B**, and the standard laser fires when you press **C**. However, you can change the map and firing buttons to suit your needs. For more information, see "The Options Menu," on page 14.

Jumping to Perfect

You are a mercenary enlisted to do battle in a virtual world of the future called Perfect. You must find and defeat Perfect1, the SysOp of this world, and shut down the system. Each time you begin or continue a game, you "jump" to Perfect. The world you enter is a deep one, with its own peculiar logic and system for survival. To get started quickly, check out the Control Summary in the front of this manual, and remember the basic rules listed below:

- ▶ You begin at the lowest rank with little power. Play cautiously until you learn more about the world and its creatures, or Rithms as they are called.
- ▶ Look for the different colored spires to restore your depleted power sources.
- ▶ Pay close attention to the scientists in the lab. They are processing the information they receive from each jump you make, and will then give you invaluable information on strategy and methods for increasing power levels.
- ▶ Each time you "crash" you lose some of your power. When you lose all of your Defensive power, you die and must begin a new game.
- ▶ You can talk to the Rithms by going to the white central spire. The area surrounding the spire is called the DOAsys and is a healing zone.
- ▶ Valuable information appears on message windows that pop up as you move around.

As you play the game, you will begin to understand the logic and system operating in Perfect. If you get frustrated and need additional clues to survive, read the New Recruit Manual enclosed.

WARNING:

READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER.™

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Immercenary/3DO

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Starting the Game

1. Turn ON the power switch on your 3DO Interactive Multiplayer.™ The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert your Immercenary™ disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)
5. The introductory sequence, providing important background information, appears. To skip this sequence and go directly to the Main menu, press X/P.

The Main Menu

The Main menu offers options for beginning a jump, resuming a previous jump, and saving and loading games.



Main Menu

- To move the cursor to the option you want in the Main menu, D-Pad **up/down**. If this is your first jump, the only available option is NEW JUMP.
- Press **A**, **B**, or **C** to select the option.

After a mission briefing, your jump to Perfect begins.

- To begin your jump (and/or skip the video sequences in the lab), press **X/P**.

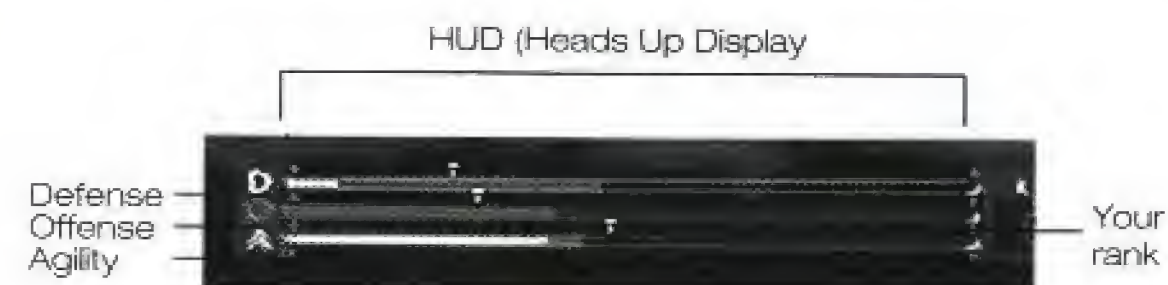
Each time you jump, you land in a different area of the Garden, the inner core of Perfect. Your first order of business is to reconnoiter the area, but keep MOVING!

Moving Through The World

In this virtual world, momentum carries you along and you seem to be gliding rather than walking.

- To move forward, backward, left, or right, D-Pad in the corresponding direction. To move backward, you must first come to a complete stop.
- To come to a complete stop, press the **Left + Right Shift** buttons simultaneously.
- To side-step left/right, press the **Left/Right Shift** buttons.

The D-Pad not only directs your motion, it also determines your rate of acceleration. Pressing on the D-Pad in the direction you are moving increases your speed, while pressing the D-Pad in the direction opposite to which you are moving decreases your speed. When the D-Pad is released, your speed is no more than half the maximum.



Cross-hair

Game Screen

In moving through the Garden, you'll notice its vast proportions. You can travel to any area, but be careful—danger lurks in every corner of this world.

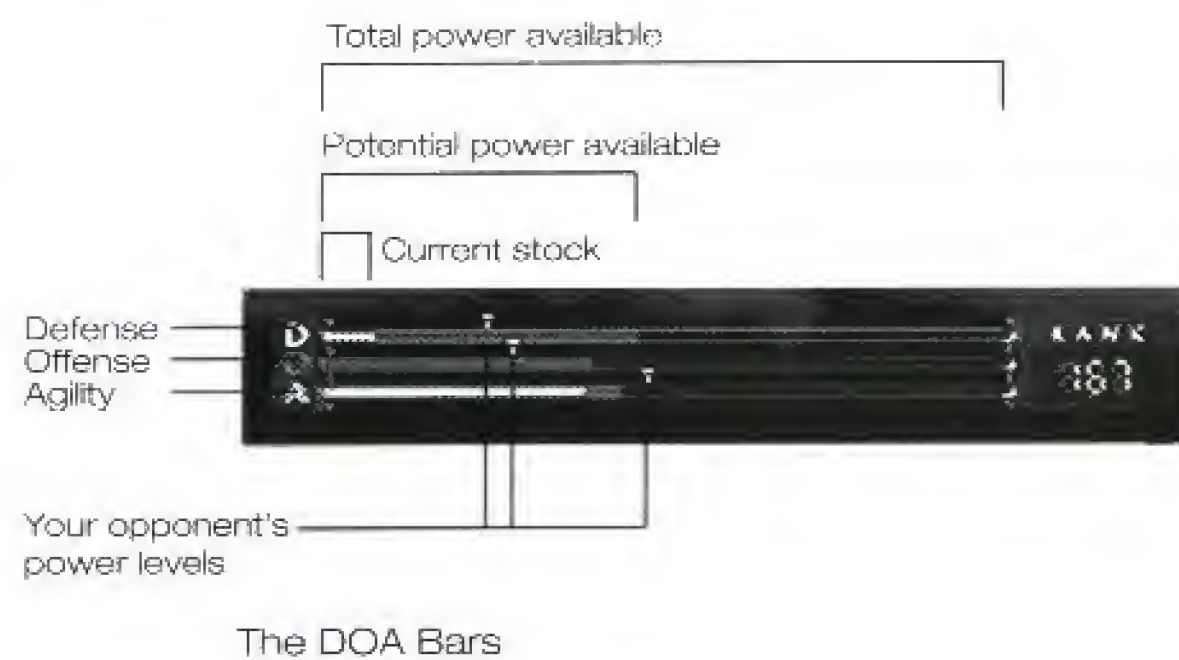
Your HUD

To assist you in your mission, an HUD (Heads Up Display) appears on your video screen. The HUD monitors your power status, your rank, your opponent's power and rank, and features a flashing crosshair with a red compass point. The compass always points north.

DOA Powers

The three powers by which all are ranked, and which give status in this world are: Defense, Offense, and Agility, or DOA. The three colored bars running across the top of your screen correspond to these powers and display the amounts you possess. Defense is color-coded Yellow, Offense: Red, and Agility: Green.

The bars measure and display four different power quantities: current level, potential available at your current rank and status in the game, opponent's levels, and total available.



Current Levels

Your current DOA levels rise and fall as you move through the Garden and engage in combat. They rise when you recharge at the DOAsys or a healing spire, and they fall as you use them up in battle or flight.

Each time you sustain a hit from a Rithm, your Defense decreases (in proportion to the strength of the Rithm and its choice of ammo), and each time you fire, your Offense decreases.

As you move, your Agility decreases. The faster you move, the faster it goes down. Standing still renews your Agility stock.

Potential Levels

You begin the game with a very low potential for each power, but this changes as you blast your way up in rank. Your potential power levels may decrease each time you crash depending on your performance during the jump.

Opponent's Power Levels

An opponent's power levels appear on the DOA bars when your crosshair locks on your foe. The markers look like triangles and appear on the corresponding DOA bar, making a quick comparison between strengths a simple matter.

Rank

Displayed on the right side of your screen is your current rank. When you first enter the Garden, you are near the bottom of the food chain in terms of rank and corresponding power. Your number is 255. As you ascend in rank, this number decreases. Your ultimate goal is to become #2 and shut down Perfect!

WARNING: The enemy Rithms also read your rank and power so they can determine when and how they should attack you.

Climbing the Ladder

In order to advance past the following ranks: 180, 130, 100, 80, 40, 24, and 13, you must complete special missions — if you have not already done so.

Combat in the Garden

Blasting away at the Rithms in the Garden is your primary means of climbing the ladder of power in Perfect. When your crosshair locks on a Rithm, it flashes red, while the name and rank of that particular being appear on the screen. Now is the best time to fire.

Your initial form of ammo is a laser burst.

► To fire a laser burst, press C.

You begin the game with three special types of ammo: Ashflay, Annaballs, and Chaff.

Ashflay is an Agility booster. When you activate Ashflay, your potential Agility level is restored, and you receive an additional 50 points.

► To activate the Ashflay ammo, press **B**.

Annaballs: This acts like Ashflay, but boosts your Offense level.

Chaff: When Chaff is selected, you are surrounded by a protective shield which resists all laser shots. This force field lasts for ten seconds.

Ashflay is the default selection for **B**, however, you can change firing button assignments. For more information on changing button assignments, see "The Options Menu," on page 14.

Other valuable types of ammo are scattered throughout the Garden. For more information on the different ammo types, see "Finding Ammo," on page 11.

The Final Crash

While you're blasting away at the Rithms, they're blasting away at you, causing your Defense to decrease. When your Defense runs out, you crash and return to the lab.

At the lab, some of your DOA powers may be affected. Depending upon your performance during the jump, levels may increase or decrease. The stronger you are, however, the more you stand to lose when you crash.

WARNING: Once your Defense potential hits zero, you die and must start a new game.

Healing Spires

Different colored spires are positioned throughout the Garden. These spires recharge your powers and allow you to return to the lab; find them and enter their healing zone. Yellow spires recharge your Defense, Red your Offense, and Blue spires recharge both Defense and Offense. Agility restores itself when you stop moving.



"As the ball descends, the amount of power available decreases."

The spires drain of energy as Rithms use their restorative power. A large eyeball at the top of the spire descends as a spire's energy depletes. Once it is at the bottom, no more power is available from the spire until it is recharged during a storm (see below).

► To recharge, move onto the floor tiles immediately surrounding the spire. While charging, the floor tiles pulse and emit a rapid, throbbing sound.

Storms

Storms occur roughly once every five minutes and last for about one minute. Their purpose is to recharge the spires with energy and maintain Perfect. The sky grows dark, and lightning flashes, charging the spires. If you enter a spire zone while it is recharging, it sucks up what energy you have.

While a storm is raging, all special ammo and healing spires are disabled for maintenance. Your laser burst is the only ammo you can use.

The Doppler Effect

The Doppler is your map to the Garden. It displays your immediate vicinity and the location of structures, spires, and Rithms. Each Rithm appears as a unique shape on the Doppler, so this can work as an effective tool.

► To display the Doppler, press and hold **A** or **X**. An overlay of the immediate area appears on the screen.



Doppler

You can also display an area map of the entire Garden.

- To display the area map, press and hold **A** or **X**, then release the button and press it again.

The default firing button for the Doppler is **A**, but you can change this setting by going to the Options menu, and changing your button assignment. See “The Options Menu,” on page 14 for complete information.

The D0Asys

The D0Asys is a neutral zone and healing center. The central white spire illuminating the D0Asys is the primary source of power for Perfect. You can see the tall white spire and glowing structure from a great distance. Once inside the D0Asys, you can replenish your powers and talk to the other Rithms. Combat is banned in this area; in fact, your firing mechanism is disabled once you enter this zone (as is the Doppler). Take advantage of your healing time in the D0Asys by questioning the other Rithms about Perfect.

To Talk to the Rithms:

1. Once in the D0Asys, use the D-Pad and **Left/Right Shift** buttons to move close to a Rithm. When you are close enough to speak, the crosshair turns into a talking mouth icon.
2. Press **A**, **B**, or **C**. A dialogue box appears with several lines of dialogue.
3. D-Pad **up/down** to select **WHAT/WHO IS?**, **WHERE IS?**, or **GOOD-BYE**. Press **A**, **B**, or **C** to activate your selection.

A second dialogue box appears listing various topics. Depending upon whom you are speaking with, and what information they hold, these topics differ. Follow the same procedures as above for selecting and activating your selection. The Rithm always speaks to you, but may not have information on the topic you chose, or may not wish to give you information.

- To exit the dialogue box, select **GOOD-BYE** or **NEVER MIND**, and press **A**, **B**, or **C**.

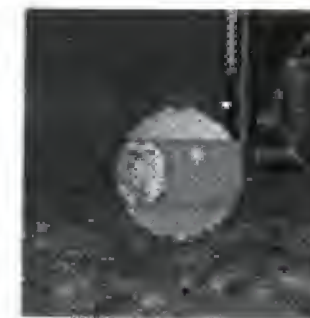
When you return to the D0Asys, try talking to them again. They usually have different things to tell you.

D0Asys Portals

Six rotating turnstiles are placed around the edge of the Garden and look like the portals surrounding the D0Asys. Enter these portals and go directly to the D0Asys.

Finding Ammo

Scattered throughout the Garden are twelve different types of ammo. Ammo comes in two styles, single and multi-use, and looks like billiard balls.



Striped ammo are single use.

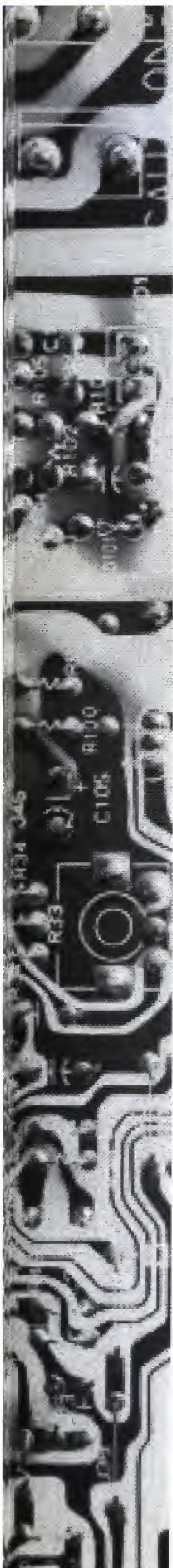


Solid are multi-use.

- To pick up the ammo, run over the balls. The first time you pick up a new type of ammo, a descriptive screen appears giving you important information on the ammo type.
- To exit this screen and continue, press **P**.

Ammo is stored in your inventory. You must assign ammo to a firing button: **A**, **B**, or **C**.

- To assign ammo to a firing button, press **P** to access the Options menu.



Full scale map of the garden



The Options Menu

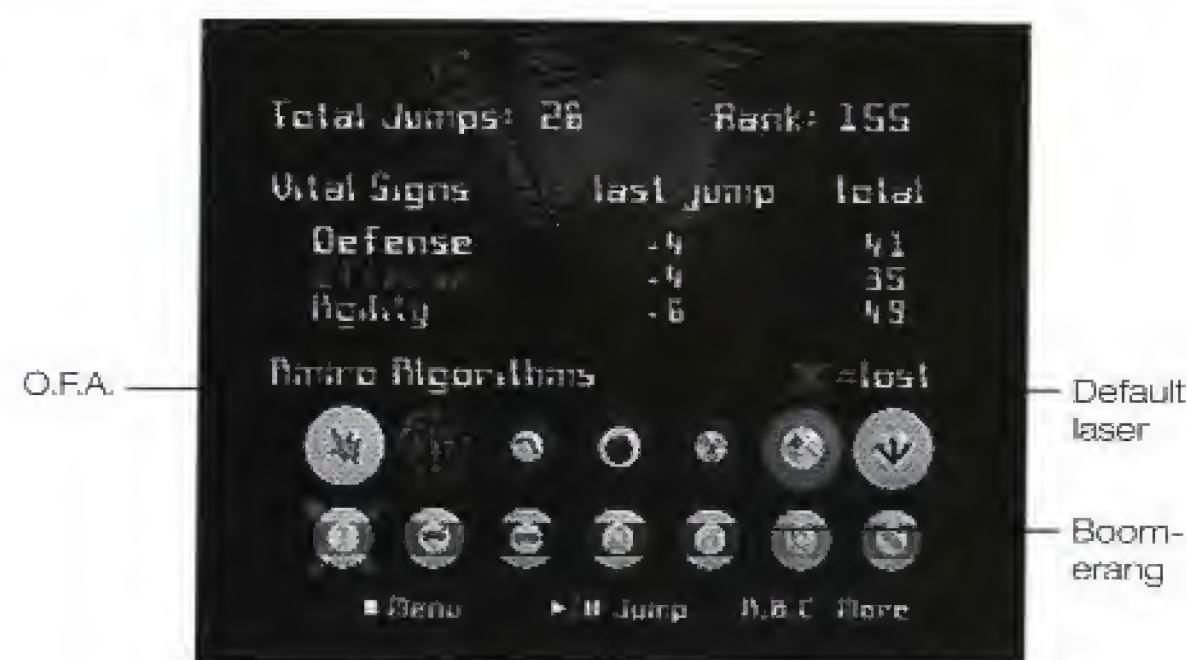
The Options menu contains options vital to your survival. You can assign ammo to a firing button, determine what messages you receive, turn the music on/off, and, in certain cases, return to the lab.

- ▶ To display the Options menu (and pause the game), press **P**.
- ▶ To select an option from the Options menu, D-Pad up/down, then press **A**, **B**, or **C**.

The options available are:

Select Ammo

If you have picked up different types of ammo during your mission, you can now assign these types to buttons **A**, **B**, or **C**. You can also assign the Doppler to a different button from this screen.



Ammo Select Screen

To Assign Ammo:

1. Choose **SELECT AMMO** from the Options menu. An image of the Control Pad appears with three ammo icons, corresponding to the **A**, **B**, and **C** buttons, above it. The Doppler Map defaults to the **A** button.

Note: One of the buttons must always remain set to the default laser.

2. D-Pad **up/down** to cycle through the different ammo types. The ammo name appears above the ammo icon as you cycle.
3. D-Pad **left/right** to move to each button.

4. When you've completed ammo assignment, press **P** to return to the Garden.

Message Control

Message windows appear during the game giving you information on your power levels, ammo, the location of opponents, etc. Select this option to customize the information you receive. The selections available are:

GIVE ALL MESSAGES: (default option) You receive all information on your status, the ammo you've just picked up, etc. We recommend you select this option so you don't miss any important game messages (especially if you're just starting the game).

INFORMATION ONLY: With this option selected, you only receive messages that pertain to information, not warnings about power status.

WARNINGS ONLY: The flip side to the above, you receive messages about your power status.

GIVE NO MESSAGES: When you select this option, you cut yourself off from the Hard World and enjoy unfettered combat.

Music

Toggle ON/OFF.

Return To Lab

This option is only available if you are in the DOAsys or standing in a Spire zone. Selecting this option returns you to the lab where you can check your statistics and save your game.

Note: This option is not available from the spires when they are recharging during a storm.

Selecting **RETURN TO LAB** while in the DOAsys or spire zones does not affect your DOA levels.

If you select this option from a spire, when you resume your game, you return to the same spot and DOA level as when you jumped back to the lab.

If you select this option from the DOAsys, when you resume your game you jump to a random location.

Back at the Lab

Each time you crash, you return to the lab. You can also select RETURN TO LAB from the Options menu (see above). The lab technicians perform a battery of tests to determine your vital statistics and prep you for your next jump.

► To exit the lab, press X/P. The Statistics screen appears.

Your Vital Statistics

The two Statistics screens break down your power and performance records into two categories: Last Jump and Total. You can track your progress in the following areas:

The screenshot shows the 'Stats Screen 1' interface. At the top, it displays 'Total Jumps: 26' and 'Rank: 155'. Below this is a table for 'Vital Signs' with columns for 'last jump' and 'total'. The table lists 'Defense' with values -4 and 41, 'Ammo' with -4 and 35, and 'Reg. J. J.' with -6 and 43. Underneath is a section for 'Ammo Algorithms' with a grid of 12 circular icons, some containing symbols like a star, a circle, and an 'X'. At the bottom, there are navigation buttons for 'Menu', 'Jump', 'B.C.', and 'Done'.

Stats Screen 1

Vital Signs: This displays your current DOA levels and any change, plus or minus, since your last jump.

Ammo: A visual display of all ammo types. The ones you possess are in color, the ammo you don't have is in black and white, and the ammo you have lost since your last jump is indicated by a red X. You may lose ammo if you are using it when you crash, but not always.

The screenshot shows the 'Stats Screen 2' interface. At the top, it displays 'Total Jumps: 26' and 'Rank: 155'. Below this is a table for 'Combat Stats' with columns for 'last jump' and 'total'. The table lists 'Effectiveness' (82, 412), 'Offense Used' (38, 627), 'Damage Given' (45, 1891), 'Damage Taken' (71, 853), 'Lower Crashes' (0, 117), 'Higher Crashes' (0, 66), 'Total Crashes' (0, 183), and 'Huffmans' (0, 184). At the bottom, it shows 'Time in Combat' as '05:27' and '0:56:05'. Navigation buttons for 'Menu', 'Jump', 'B.C.', and 'Done' are at the bottom.

Stats Screen 2

Effectiveness: An abstract rating based on a percentage scale. This derives from the damage you do, the damage you incur, and the offense you expend. The factors used in determining this percentage are listed below.

Offense Used: How much ammo you fired.

Damage Given: How many points of damage you caused other Rithms.

Damage Taken: How many defense points you lost.

Lower Crashes: The number of lower ranked Rithms you crashed.

Higher Crashes: The number of higher ranked Rithms you crashed.

Total Crashes: Sum of the above two read outs.

Huffmans: The number of Rithms you huffed. (To find out what Huffman means, listen to the information Dr. Rand and his associates give you.)

At the bottom of the Statistics screen are button prompts.

- To exit the Statistics screens and continue your current game, press P.
- To toggle between screens, press A, B, or C.
- To exit the Statistics screen and return to the Main menu, press X.

From the Main menu you can begin a new jump, resume your current game, save your current game, or load a different saved game.



Saving and Loading Games

After being immersed in the virtual world of Perfect for long periods of time, you may need to take a break before you suffer permanent disorientation and experience body amnesia. To ensure you return to the Garden at your current hard-earned rank, save your game before exiting the program.

To Save a Game:

1. Go to the DOAsys or any spire. Press **P** and select RETURN TO LAB.
 - ▶ If you select this option from the DOAsys, when you resume your game you jump to a random location.
 - ▶ If you select this option from a spire, when you resume your game you return to the same spot and DOA level as when you jumped back to the lab.
2. From the Statistics screen, press **X** to access the Main menu.
3. D-Pad **up/down** to move the cursor to SAVE. Press **A**, **B**, or **C** to select SAVE. The Save Game screen appears.
4. D-Pad **up/down** to move the cursor to any one of eight available save game slots. Press **A**, **B**, or **C** to save your game in the chosen slot. You return to the Main menu.
 - ▶ To exit the Save Game screen without saving your game, press **X**. You return to the Main menu.

Your game is saved and is listed by rank. For example, if you reach #194 in rank and save your game, that number designates the game saved in that slot.

- ▶ To resume your current game, select RESUME from the Main menu and press **P**, **A**, **B**, or **C**. You return to the Statistics screen. Press **P** to jump to the Garden and resume your current game.

Note: If the 3DO Multiplayer NV RAM is full, you won't be able to save games in all eight slots. A message appears alerting you to the fact that the NV RAM is full. When this occurs, you can keep saving to one slot, overwriting your previous game, or you can delete some saved files and free up more memory. See your 3DO documentation for more information on freeing up NV RAM.

To Load a Saved Game:

1. From the Main menu, D-Pad **up/down** to move the cursor to LOAD.
2. Press **P**, **A**, **B**, or **C** to select LOAD. The Save Game screen appears.
3. D-Pad **up/down** to move the cursor to the saved game you want to load.
 - ▶ To select a game to load, press **P**, **A**, **B**, or **C**. You return to the Main menu, and the cursor automatically falls on RESUME. Press **P**, **A**, **B**, or **C** again, and you are catapulted to the Garden.
 - ▶ To exit the Save Game screen without selecting a game to play, press **X**. You return to the Main menu.

Credits

Game Design	Five Miles Out
Programming	Five Miles Out
Artwork	Five Miles Out
Video Production	Montserrat Productions
Original Score, Sound and Music	DatOs DAT
Five Miles Out	JD Robinson, Christopher Stashuk, Benjamin McCorkle, Scott Osborn, Mitch Gates, Elton Pruitt
Montserrat Productions	Marla Johnson, W.D. Bowles, Terry Norris, Ken Hubbell
DatOs DAT	Clayton Bowles, Grant Camden

Cast

Raven	Karen Jo Briere
Balkan	Nathan Rath
Tesla	Elliot Bryan
Medusa	Christina Block
Riberto	Bob Crane
Silva	Julie Carter
Fly	Cassandra Curry
Chance	Rob McDonald
Chameleon	Christopher Stashuk
Loki	Jason Shivers
Rand	Benjamin McCorkle
Yancey	Jennifer Peper
Harrison	Todd Bowles
Dr. Collier	Elliot Bryan
Number 4	JD Robinson
Gurney Guys	Clayton Bowles, Ken Hubbell
Number 5	You
Special Thanks To	Jones Productions, KTHV Channel 11, and Waymack & Crew

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Product Manager	Gary Gettys
Package Design	Corey Higgins
Documentation	Valerie E. Hanscom
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Testing Manager	Al Roireau
Product Testing	Brian Reed, Joanna Pataki, Ivan Foong, Mike Yasko, Dave Costa
Quality Assurance	Jason Armatta

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In the US, dial 900-288-HINT (4468)

75c per minute (95c for first minute).

In CANADA, dial 900-451-4873

\$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:

To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your name, address, title of game you want the menu to, and the hardware (Genesis, Super NES, IBM, etc.) to:


Hotline Menus
P.O. Box 7578
San Mateo, CA
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A vertical strip on the left side of the page showing various electronic components from a circuit board, including resistors, capacitors, and integrated circuits, with some labels like 'R33', 'C105', and 'R100' visible.

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